LC Max

Getting started

Lasershow Converter MAX works with modern versions of Autodesk's 3ds Max computer graphics program. It lets you turn 3D computer graphics into laser graphics, quickly and easily.

- Introduction
- Installing Lasershow Converter MAX
- What's new

The Lasershow Converter MAX system consists of three plug-ins for 3ds Max: a rendering plug-in, a utility plug-in and a modifier plug-in.

Tutorial Videos

- Tutorial 1/5: Installation and configuration
- Tutorial 2/5: Overview
- Tutorial 3/5: Modifiers
- Tutorial 4/5: Render settings
- Tutorial 5/5: Animation

Lasershow Converter MAX Renderer

The renderer turns 3ds Max frames and scenes into laser-projectable frames and scenes. Here are step-by-step instructions on using the renderer:

- Step 1: Selecting the renderer
- Step 2: Rendering a frame
- Step 3: Rendering an animation
- Step 4: Viewing an animation
- Step 5: Summary

Click one of the topics below for details about the rendering plug-in:

- Overview
- Line Types

- Line Color
- Filter settings
- Laser Output
- Ultra-smooth refresh-based rendering
- Include Z-axis data in laser frames

Lasershow Converter MAX Utility

The utility plug-in lets you adjust aspects of how 3ds Max objects will be drawn by the renderer. Click one of the topics below for details.

- Overview
- Laser Preview
- About object settings
- Object Quick-Setup
- Object Line Types
- Object Line Color
- Object Filter Settings
- Object Point Spacing
- Object Soft Line
- Object Beam Brush
- Connection to BEYOND

Lasershow Converter MAX Modifier

The modifier allows adjustments to specific mesh selections in 3ds Max. The topics below explain this issue.

- Overview
- Modifier Line Types
- Modifier Line Color
- Modifier Contours

Tips and Tricks

Here are some advanced topics regarding Lasershow Converter MAX:

- Contour axis
- Tips: Beam path optimization
- Tips: Color and path consistency
- Tips: Importing artwork
- Tips: Point spacing for lines
- Tips: Point spacing for objects

- Tips: Scan speeds and LC MAX
- Tips: Using renderable splines
- Tips: Using MAX-defined
- Tips: Using mesh selection
- Tips: Fixing mysterious flickering lines
- Questions and answers

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